

FIG. 1

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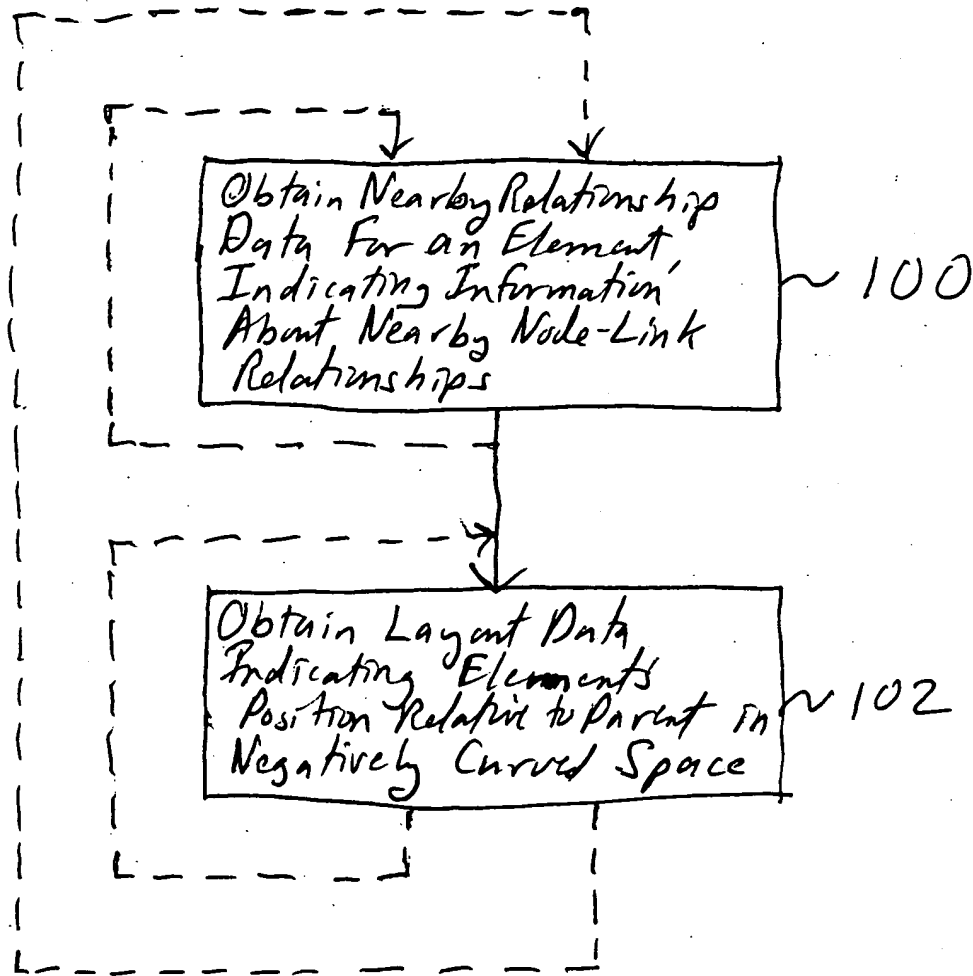


FIG. 2

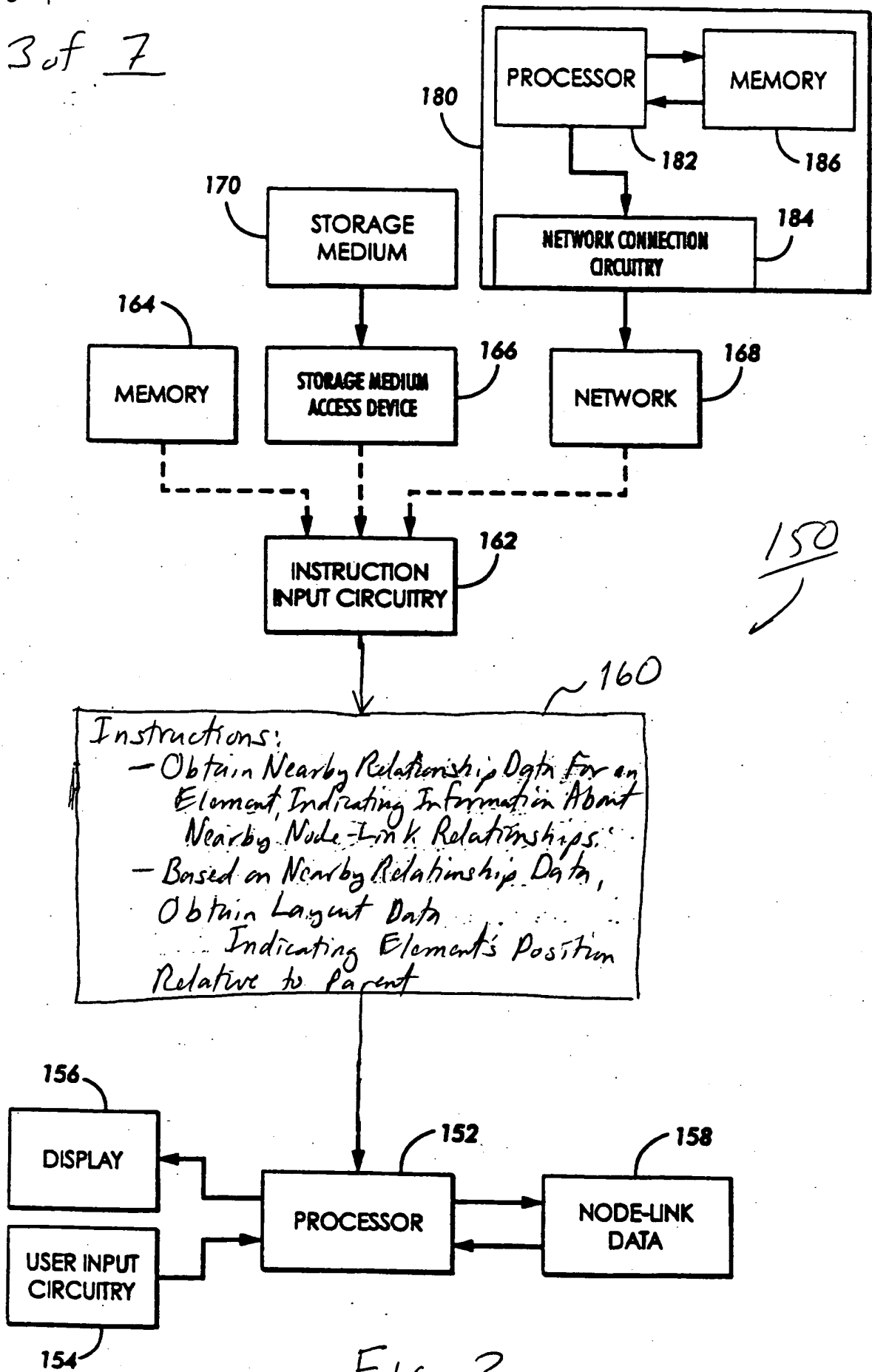


FIG. 3

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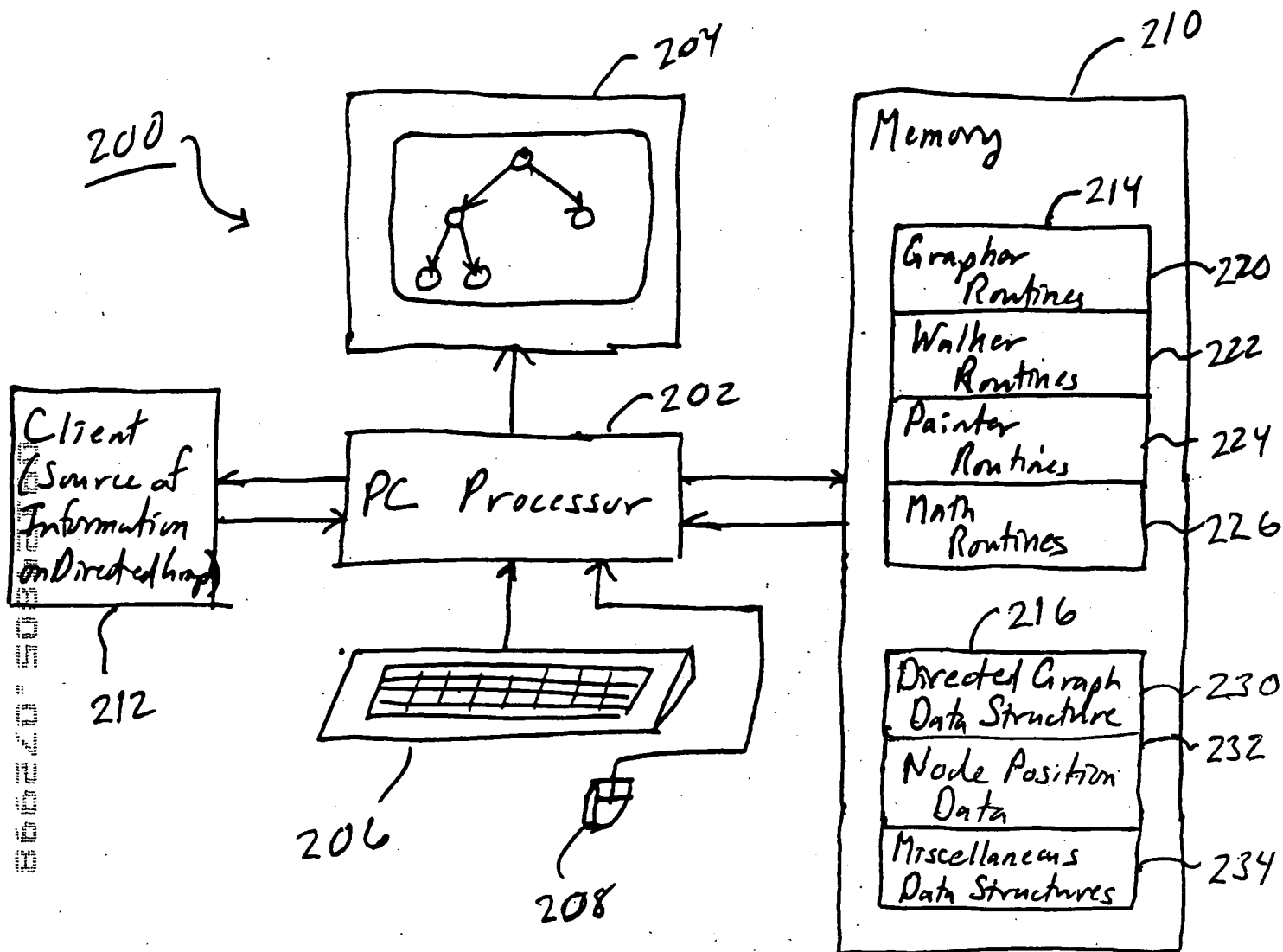


FIG. 4

A

Begin

300

Obtain Starting Graph;
Load Initial Elements
Into Memory; Layout;
Map With Root Node
at Center; Paint; Present

Receive Event

302

Branch on Event

304

Non-Animated

Insert/Delete (e.g. Expand, or Contract)

Obtain Information
Needed for Response
to Event

Layout As Needed,
With Any Pending Edits

Map With a Starting
Node at a Starting Position

Paint, Marking New
Edits; Present

A

Bookmark or Click

Obtain Node ID,
Destination; Set Up
Sequence of
Node/Position Pairs

Pairs Remain?

Layout Any Pending
Edits

Map With Next Pairs
Node at Position

Paint, Marking New
Edits; Present

If Acceptable, Modify
Graph/Tree, Marking
Affected Elements;
Select Stable Node;
Obtain Position; Set
Up Sequence of
Weights

Weights Remain?

Layout Affected
Elements And Any
Pending Edits Using
Next Weight

Map With Stable
Node at Position

Paint, Marking New
Edits; Present

FIG. 5

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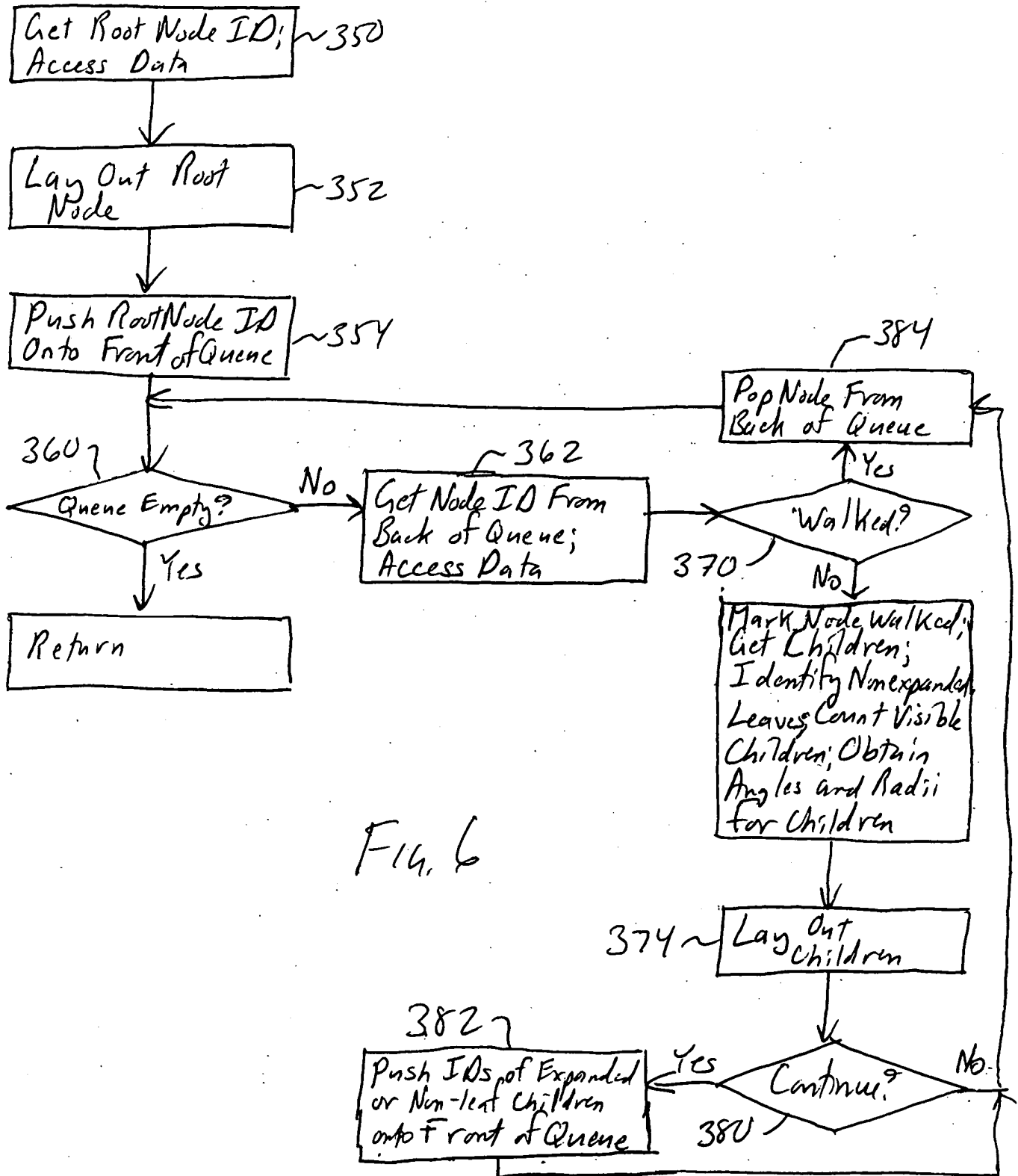


Fig. 6

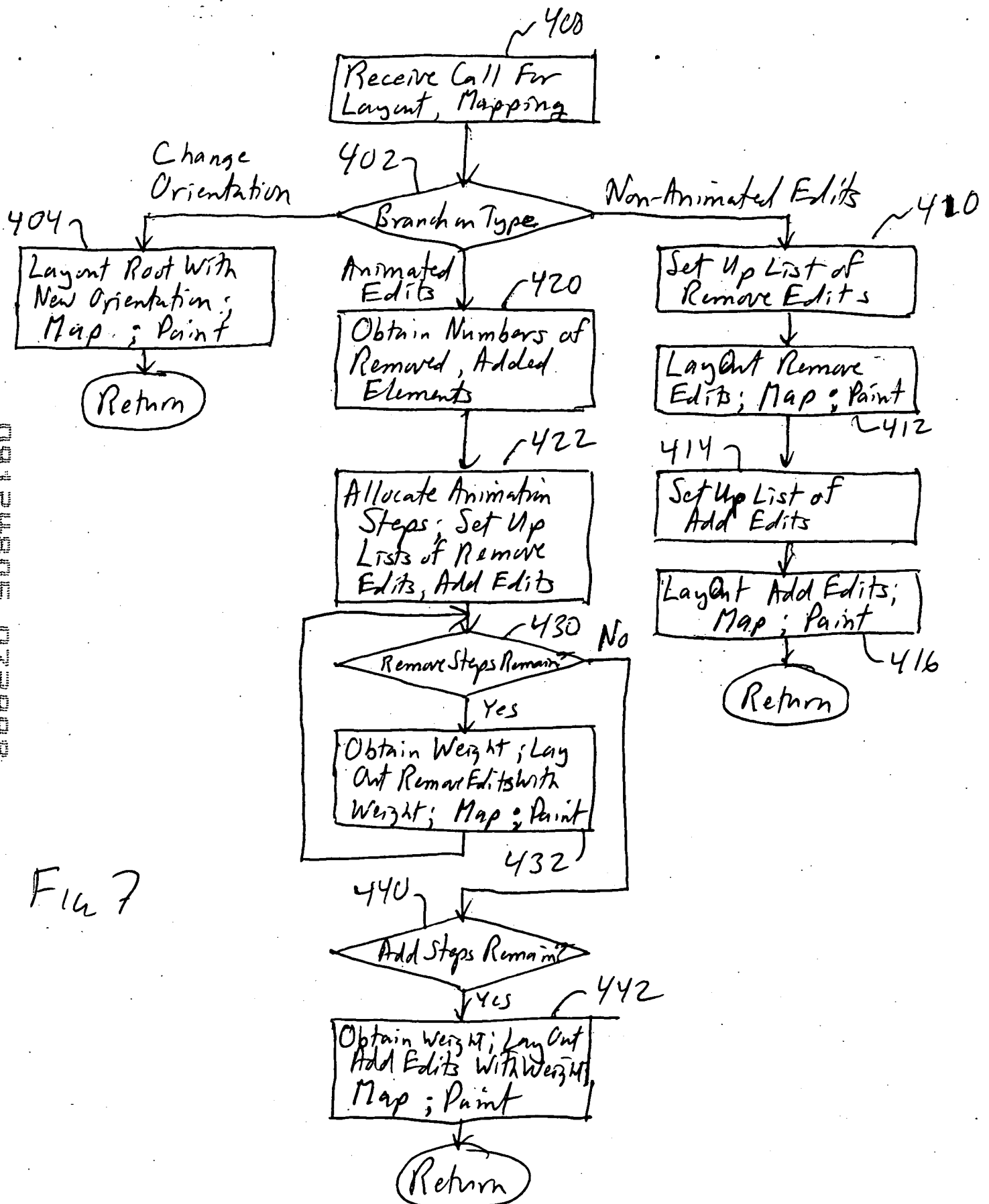


Fig 7